

AMENDMENTS TO THE CLAIMS

1-2. (canceled)

3. (previously presented) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:

managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device, wherein the device profile information includes a buffer size describing a number of characters the mobile device can receive on input without loss of input data;

receiving, from an application, first data describing a plurality of graphical elements for display on the mobile device;

determining, based on the device profile information, whether the first data exceeds a capacity of the mobile device, wherein the capacity is based on the buffer size; and

if it is determined that the first data exceeds the capacity, then forming a subset of the first data that does not exceed the capacity of the mobile device; and

sending the subset of the first data to the client process.

4. (previously presented) A method of interacting with a client process on a mobile device connected to a network over a wireless link, the method comprising the steps of:

managing information at a mobile applications server executing on a platform connected to the network, the information including device profile information about the mobile device;

7 receiving, from an application, first data describing a plurality of graphical elements
8 for display on the mobile device, wherein the first data indicates that a
9 particular graphical element of the plurality of graphical elements is current;
10 determining, based on the device profile information, whether the first data exceeds a
11 capacity of the mobile device; and
12 if it is determined that the first data exceeds the capacity, then
13 forming a subset of the first data that does not exceed the capacity of the
14 mobile device, wherein the subset includes the particular graphical
15 element; and
16 sending the subset of the first data to the client process.

- 1 5. (previously presented) A method of interacting with a client process on a mobile
2 device connected to a network over a wireless link, the method comprising the steps
3 of:
4 managing information at a mobile applications server executing on a platform
5 connected to the network, the information including device profile information
6 about the mobile device, and the step of managing the information at the
7 mobile applications server further comprising:
8 requesting the device profile information from the mobile device;
9 receiving the profile information from the mobile device; and
10 storing the device profile information;
11 receiving, from an application, first data describing a plurality of graphical elements
12 for display on the mobile device;
13 determining, based on the device profile information, whether the first data exceeds a
14 capacity of the mobile device; and
15 if it is determined that the first data exceeds the capacity, then
16 forming a subset of the first data that does not exceed the capacity of the
17 mobile device; and
18 sending the subset of the first data to the client process.

1 6-26. (canceled)

1 27. (currently amended) A tangible computer-readable medium carrying one or more
2 sequences of instructions which, when executed by one or more processors, causes
3 the one or more processors to perform the method recited in Claim 3.

1 28. (currently amended) A tangible computer-readable medium carrying one or more
2 sequences of instructions which, when executed by one or more processors, causes
3 the one or more processors to perform the method recited in Claim 4.

1 29. (currently amended) A tangible computer-readable medium carrying one or more
2 sequences of instructions which, when executed by one or more processors, causes
3 the one or more processors to perform the method recited in Claim 5.

1 30-36. (canceled)